



Minnesota Gambling Control Board

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Conduct of Raffle using Alternative Method of Selecting Winners "U-Pick"

Approved January 22, 2013.

The following approved game concept and game requirements may be used by all organizations to conduct a "U-Pick".

Game Concept: The raffle involves participants purchasing a chance to earn a prize.

Participants

randomly select a sealed envelope or package which contains a description of the prize. All participants will be given a chance to select an envelope or package but not all envelopes or packages may include a prize. Major prizes must be posted.

Game Requirements:

1. The number of envelopes/packages must match the number of chances available.
2. Envelopes/packages must be opaque and not contain any unique marking or number and be of the same shape and size.
3. Prize description in each envelope/package must clearly indicate specific prize (or no prize in some cases).
4. After envelopes/packages are sealed by a non-participating person, verification of the total count must equal the chances available.
5. Prior to sale, the envelopes/packages must be randomly mixed.
6. All entries have an equal chance of selection when event begins and the order of selection shall be determined by the charity (first come, first served; by raffle ticket number, etc).
7. Participants purchase a raffle ticket for a chance to select one envelope/package per ticket.
8. If participant is not available to select an envelope/package, the participant shall select a proxy and notify the event coordinator the name of the proxy that will select envelope. Proxy will provide proof (raffle ticket stub) to event coordinator.
9. Once an envelope/package has been selected it cannot be returned or placed back in for selection.
10. Records will be kept for all sold/unsold tickets.
11. All unclaimed/unsold prizes shall remain the property of the charity.

If you have any questions regarding the conduct, contact the Gambling Control Board.